No.30447

8+

BICYCLE®

ILLUMINATED

BLACK JACK AND DEUCES WILD!

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 "AA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

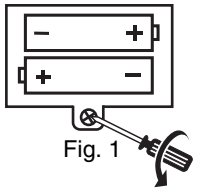

Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries. (In most cases, game malfunctions are due to weak batteries.)
- After replacing batteries, press the ON button to ensure proper functioning.
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

BUTTON DESCRIPTION

1. **ON/OFF:** Turns the unit on or off and reactivates the unit from 'sleep mode'
2. **BACKLIGHT SWITCH:** Turns the backlight on or off
3. **SOUND:** Turns the sound on or off
4. **NEW GAME:** Selects Blackjack or Deuces Wild! from the main game menu
5. **DEAL/DRAW/START:** Begins the hand after the ante bet in Blackjack or Deuces Wild! / Swaps any unselected cards in the player's hand with new cards in Deuces Wild! / Confirms the selected card game and starts a new game
6. **BET:** Places a wager of 20 into the pot in Blackjack or Deuces Wild!
7. **MAX:** Places a maximum bet of 100 into the pot in Blackjack or Deuces Wild!
8. **COLLECT $:** Takes the pot immediately after winning a hand / Declines the option to play the Bonus Game in Deuces Wild!
9. **INC BET/HOLD 1/HIT:** Increases the player's wager by 20 / Holds 1st card from left in Deuces Wild! / Takes another card in Blackjack
10. **DEC BET/HOLD 2/DOUBLE:** Decreases the player's wager by 20 / Holds 2nd card in Deuces Wild! / Doubles the player's bet for one additional card in Blackjack / Accepts the option to play the Bonus Game in Deuces Wild!
11. **HOLD 3/INSURANCE:** Holds 3rd card in Deuces Wild! / Buys Insurance when the dealer has an Ace in Blackjack
12. **HOLD 4/SPLIT:** Holds 4th card in Deuces Wild! / Splits the player's hand into two separate hands in Blackjack
13. **HOLD 5/STAND:** Holds 5th card in Deuces Wild! / Stops taking additional cards in Blackjack
14. **HIGH SCORE:** Reviews the high score

GAME FEATURES:

- There are two card games to choose: Blackjack and Deuces Wild!
- Press the **ON/OFF** button to turn the unit on. The main game menu will appear and both BLACKJACK and DEUCES are highlighted onscreen.
- Press the **NEW GAME** button to select either Blackjack or Deuces Wild!
- Press the **DEAL/DRAW/START** button to confirm your selection and start a new game.
- The game will enter 'sleep mode' automatically if none of the buttons are pressed for 3 minutes. The player can exit 'sleep mode' and resume playing by pressing the **ON/OFF** button.
- Press the **SOUND** button at any time to turn the sound off or on.
- To review the high score, press the **HIGH SCORE** button either before or after playing a hand. Press the **HIGH SCORE** button again to return to the bank.
- Press the **ON/OFF** button at any time to turn the unit off.

BLACKJACK

1) After selecting **BLACKJACK** from the main game menu and pressing the **DEAL/DRAW/START** button, the dealer will shuffle the cards and the BET & MAX icons will appear onscreen.
2) Press the **BET** or **MAX** button to place a bet into the pot. To increase the bet in increments of 20, press the **INC BET/HOLD 1/HIT** button. To decrease the bet in increments of 20, press the **DEC BET/HOLD 2/DOUBLE** button. To place a maximum bet of 100 into the pot, press the **MAX** button.
3) Press the **DEAL/DRAW/START** button to begin the hand.
4) The dealer will deal out two cards to the player, and then two cards to the dealer with only one card face up. The object of the game is to have the player's hand closer to 21 than the dealer's hand without 'busting,' or going over 21. The dealer will hit on soft 17 (A6), 16 and below and stand on a hard 17 and higher.
5) Depending upon the two cards dealt to the player, the dealer will give the player the option to Double Down, Split, Hit, or Stand.
   - **Double Down** – By pressing the **DEC BET/HOLD 2/DOUBLE** button, the player will double his or her bet for one additional card.
   - **Split** – If the two cards dealt to the player are a pair, the player can double the bet by pressing the **HOLD 4/SPLIT** button and split the hand into two separate hands to play against the dealer.
   - **Hit** – Press the **INC BET/HOLD 1/HIT** button to take additional card(s) and increase the score of the hand.
   - **Stand** – Press the **HOLD 5/STAND** button to decline additional cards.
6) The point value of each card is as follows:
   - Numbered cards are equal to the number of points on the card (i.e. 9 = 9 points)
   - J, Q & K are equal to 10 points.
   - A can equal either 1 point or 11 points.
7) If the player's hand is greater than 21, the player will bust. The dealer automatically wins, takes the amount in the pot and LOSE BUST will appear onscreen.
8) If the player decides to stand on a total less than or equal to 21, the dealer will turn the other card face up. If the total is less than 17, the dealer will continue to hit until the total is greater than or equal to 17. If the total is already 17 or higher, the dealer will not take any additional cards.
   NOTE: The dealer will hit on a soft 17, which is an A and a 6.
9) If the player's hand is greater than the dealer's hand, a positive tone will sound, WIN will appear onscreen and the dealer will double the amount in the pot. The player can press the **COLLECT $** button to transfer the entire amount of the pot into the bank immediately without watching it rack up onscreen.
10) If both the player's and the dealer's hands are the same, the result will be a push. PUSH will appear onscreen and the player's bet is returned to the BANK.
11) If the player's hand is less than the dealer's hand, the dealer wins and takes the amount in the pot. A negative tone will sound and LOSE will appear onscreen.
12) If the two cards dealt to the player equal 21 points, it is called a natural or blackjack. If the dealer does not also have blackjack, the hand automatically ends and the payout is 1.5 times the original bet. If both the player and the dealer have a natural, it is a push and the player's bet is returned to the BANK.
13) If the dealer's face up card is an Ace, the player will have the option to buy Insurance. INSURANCE will flash onscreen. If the player would like to insure his or her hand at half the original bet, press the **HOLD 3/INSURANCE** button. If the player does not wish to buy Insurance, press another button. The dealer will then check for blackjack. If the dealer has a blackjack, the hand automatically ends and the player will receive a 2-1 payoff for the insurance bet. However, if the dealer does not have a blackjack, the player will lose the insurance bet and play will continue in the current hand.
    NOTE: Insurance protects the player's hand against the odds that the dealer has blackjack.
14) After the current hand ends, BET & MAX will flash onscreen to prompt the player to begin the next hand. Press the **BET** or **MAX** button, and then press the **DEAL/DRAW/START** button to start the next hand.
15) If the player would like to switch card games, press the **NEW GAME** button either before or after playing a hand.

DEUCES WILD!

1) After selecting **DEUCES** from the main game menu and pressing the **DEAL/DRAW/START** button, the dealer will shuffle the cards and the BET & MAX icons will appear onscreen.
2) Press the **BET** or **MAX** button to place a bet into the pot. To increase the bet in increments of 20, press the **INC BET/HOLD 1/HIT** button. To decrease the bet in increments of 20, press the **DEC BET/HOLD 2/DOUBLE** button. To place a maximum bet of 100 into the pot, press the **MAX** button.
3) Press the **DEAL/DRAW/START** button to begin the hand.
4) The dealer will deal out five cards to the player. The object of this poker variation, Deuces Wild! Five Card Draw, is to make the best possible hand from the original cards dealt and any additional cards the player decides to swap, or draw, from the dealer. In addition, all four twos, or deuces, in the deck are wild, which means that these cards can be substituted for any other card, for any rank, in any suit.
   NOTE: The program will automatically decide at the end of the hand how to use the deuce(s) in order to make the best possible hand.
5) The player is only playing against the odds of receiving a winning hand, not the dealer.
6) After the five cards are dealt, the player must decide which cards he or she would like to keep and which cards the player would like to trade into the dealer. Press the **HOLD** button below each card to keep it in the hand. HOLD will appear beneath each selected card.
7) Press the **DEAL/DRAW/START** button to draw new cards. The dealer will replace any cards the player has not marked HOLD with new cards and then determine if the player has a winning hand.
8) If the player has a 3 of a Kind or better in his or her hand, the player has a winning hand. The payout multipliers for each hand are shown in the table to the right.
9) If the player wins the game, a positive tone will sound, WIN will appear onscreen and the dealer will offer 'double or nothing' on the player's winnings. If the player does not want to wager his or her winnings, press the **COLLECT $** button to transfer the entire amount of the POT into the BANK immediately.
10) If the player decides to press his or her luck, press the **DEC BET/HOLD 2/DOUBLE** button. The dealer will place one card face up in the dealer's box and five cards face down in the player's hand. The player will press one of the **HOLD** buttons to select it.
11) If the player's card is higher than the dealer's card, the winnings will be doubled and the player will be given the option of 'double or nothing' once again. Press the **DEC BET/HOLD 2/DOUBLE** button to play again or the **COLLECT $** button to end the Bonus Game.
12) If the dealer's card is higher than the player's card, the player loses the amount in the pot. A negative tone will sound and LOSE will appear onscreen.
13) If the dealer's and player's cards are the same, PUSH will appear onscreen and the player will have the option to **COLLECT $** or **DOUBLE** again.
    NOTE: When playing the Bonus Game, the first card flipped (the dealer's card) will never be a 2 or an Ace.
14) If the player does not have a winning hand, a negative tone will sound and LOSE will appear onscreen.
15) After the current hand ends, BET & MAX will appear onscreen to prompt the player to begin the next hand. Press the **BET** or **MAX** button, and then press the **DEAL/DRAW/START** button to start the next hand.
16) If the player would like to switch card games, press the **NEW GAME** button either before or after playing a hand.

Winning Hand	$20	$40	$60	$80	$100
Royal Flush	250x	500x	750x	1000x	4000x
Four Deuces	200x	400x	600x	800x	1000x
Royal Flush w/Deuces	25x	50x	75x	100x	125x
Five of a Kind	12x	24x	36x	48x	60x
Straight Flush	9x	18x	27x	36x	45x
Four of a Kind	5x	10x	15x	20x	25x
Full House	3x	6x	9x	12x	15x
Flush	2x	4x	6x	8x	10x
Straight	2x	4x	6x	8x	10x
Three of a Kind	1x	2x	3x	4x	5x

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